- 1 1. A method of efficiently reducing the amount of graphical data transmitted from a
- 2 server to a client via a communications network, the method comprising the steps of:
- 3 separating a path into a plurality of strips, each of the plurality of strips having a
- 4 strip length and an absolute angle associated therewith;
- determining a quantized angle associated with the absolute angle for each of the
- 6 plurality of strips;
- forming a protocol stream at the server, the protocol stream including a
- 8 beginning coordinate of the path and the strip length and an indicia of the quantized
- 9 angle of each of the plurality of strips; and
- transmitting the protocol stream from the server to the client via the
- 11 communications network.
- 1 2. The method of claim 1 further comprising the step of compressing the beginning
- 2 coordinate of the path and the strip length and the indicia of the quantized angle of each
- 3 of the plurality of strips prior to transmitting the protocol stream to the client.
- 1 3. The method of claim 1 wherein the protocol stream includes an indicia associated
- 2 with at least one of the plurality of strips, the indicia corresponding to an index
- 3 identifying a location of the at least one of the plurality of strips within a cache memory
- 4 coupled to the client.

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- 1 4. The method of claim 1 wherein the protocol stream includes an indicia associated
- with at least one of the plurality of strips, the indicia corresponding to a fuzzy key
- 3 identifying a location of the at least one of the plurality of strips within a persistent
- 4 storage memory coupled to the client.
- 1 5. The method of claim 1 wherein the indicia of the quantized angle corresponds to a
- 2 quantized angle delta.
- 1 6. A method of efficiently reducing the amount of graphical data transmitted from a
- 2 server to a client via a communications network, the method comprising the steps of:
- separating a path into a plurality of strips, each of the plurality of strips having a
- 4 beginning and an endpoint coordinate defined within a coordinate system, the
- 5 coordinate system corresponding to a region of a display surface associated with the
- 6 client;
- 7 quantizing the coordinate system into a plurality of quantized angles;
- 8 determining the endpoint coordinate of a first one of the plurality of strips;
- 9 normalizing the endpoint coordinate of the first strip to correspond to the origin
- of the coordinate system;
- associating the endpoint coordinate of the first strip to a beginning coordinate of
- 12 a second one of the plurality of strips;
- selecting one of the plurality of quantized angles of the coordinate system, the
- selected quantized angle corresponding to an approximate angle of the second strip; and

- transmitting a difference between the endpoint coordinates of the first and second strips and an indication of the quantized angle to the client.
  - 1 7. A system for efficiently reducing the amount of graphical data transmitted from a
  - 2 server to a client via a communications network, the system comprising:
  - a server agent operating on the server and coupled to the client via the
  - 4 communications network, wherein the server agent
  - a) separates a path into a plurality of strips, each of the plurality of strips having
  - a strip length and an absolute angle associated therewith;
  - b) determines a quantized angle associated with the absolute angle for each of
    the plurality of strips;
  - 9 c) forms a protocol stream at the server, the protocol stream including a
- beginning coordinate of the path and the strip length and an indicia of the quantized
- angle of each of the plurality of strips; and
- d) transmits the protocol stream from the server to the client via the
- 13 communications network.
- 1 8. The system of claim 7 wherein the server agent compresses the beginning
- 2 coordinate of the path and the strip length and the indicia of the quantized angle of each
- 3 of the plurality of strips prior to transmitting the protocol stream to the client.

- 1 9. The method of claim 7 wherein the protocol stream includes an indicia associated
- with at least one of the plurality of strips, the indicia corresponding to an index
- 3 identifying a location of the at least one of the plurality of strips within a cache memory
- 4 coupled to the client.
- 1 10. The method of claim 7 wherein the protocol stream includes an indicia associated
- 2 with at least one of the plurality of strips, the indicia corresponding to a fuzzy key
- 3 identifying a location of the at least one of the plurality of strips within a persistent
- 4 storage memory coupled to the client.
- 1 11. The method of claim 7 wherein the indicia of the quantized angle corresponds to a
- 2 quantized angle delta.
- 1 12. A system for efficiently reducing the amount of graphical data transmitted from a
- 2 server to a client via a communications network, the system comprising:
- a server agent operating on the server and coupled to the client via the
- 4 communications network, wherein the server agent
- a) separates a path into a plurality of strips, each of the plurality of strips having
- 6 a beginning and an endpoint coordinate defined within a coordinate system, the
- 7 coordinate system corresponding to a region of a display surface associated with the
- 8 client;
- b) quantizes the coordinate system into a plurality of quantized angles;

10	c) determines the endpoint coordinate of a first one of the plurality of strips,
11	d) normalizes the endpoint coordinate of the first strip to correspond to the
12	origin of the coordinate system;
13	e) associates the endpoint coordinate of the first strip to a beginning coordinate
14	of a second one of the plurality of strips;
15	f) selects one of the plurality of quantized angles of the coordinate system, the
16	selected quantized angle corresponding to an approximate angle of the second strip; and
17	g) transmits a difference between the endpoint coordinates of the first and
18	second strips and an indication of the quantized angle to the client.